
Subject: Re: DynamicVectorClass problems
Posted by [saberhawk](#) on Sat, 10 Sep 2011 22:14:29 GMT
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halo2pac wrote on Sat, 10 September 2011 15:07ah, I see.

Also it is requiring that I use a default constructor, which I do not want the default constructor because apparently it is setting my integers to integer.max.

Is there a way around this?

I am trying to do a simple class to store player information.. so that if they disconnected and rejoin they don't loose some levels/powerups/ect. Which requires maintaining a custom list of player data.

The default constructor isn't setting them to anything. You do need to provide a constructor and have it set the values to whatever you want the defaults to be.
